

The Sixth Card is the **Constituent Assembly Dissolved!** The Finns and Germans advance, with the German Army occupying Petrograd and causing the Political Level to drop to 1. (*Danger! Danger!*) The first two Actions are used against the Germans, but with rolls of and the Baltic Front does not move. The third Action is forfeited for a +1 DRM on the upcoming Political Dissent roll (as per Case 7.6) since a bad roll on this table can lower the Political Level by one (down to 0) and result in Political Collapse. For “insurance,” the player also uses one of his Political Decree markers to improve his Political Level, but rolling a doesn't help (although it's a good thing he didn't roll that on the Political Dissent Table). It turns out to be wise use of that Action, because a roll of which would normally spell defeat, is modified to a – so no change is made to the Political Level and the game continues. *Whew!*

The Seventh Card drawn is ‘**No War, No Peace**’ **Proclaimed!** Seeing that this card would advance the German army into Moscow, thereby losing the game, the player uses his **Cheka** advantage to return this card back into the deck and reshuffle it. He returns the Cheka marker to the Red Army Reorganization section of the map (*who knows, he might get it again*). The player gains two Actions to use from the **Cheka** advantage, and both end up directed at the German army. The second roll is successful with a forcing the Germans back to Pskov.

The Eighth Card drawn is the **Treaty of Brest-Litovsk Signed!** This is a big moment in the game, as now the player must decide whether to accept the treaty (i.e., this card) or instead take the Bukharin Option (see Rule 10.2 #8, as printed at the bottom of the Draw Pile area on the map). Given the threat posed by the Germans, the player decides to accept the treaty.

The player spends the first of the two Actions to raise the Political Level to 2 with a roll of . The second Action is used trying to push the Finns back, but a roll of only provides failure. During the Political Dissent Phase of that turn, follows the instructions on that card.



## Soviet Дашн Example of Play

Finland is advanced to Karelia, the Southern army advances to the Kharkov and the Germans retreat to Estonia and are flipped to their inactive side. Meanwhile, the **Darkness** cards are added to the deck and shuffled in, plus the Allied track is activated.

The Ninth Card drawn is always a relief for the Soviet Player to see, **Jassy Conference Reveals Disunity!** Ordinarily, this would retreat the Allied track, however the Allies are still in Murmansk at their starting position. The one action is used unsuccessfully to once more try keeping the Finns at bay. Now, as the card's Special Event, the player rolls on the Political Level track with a +1 DRM until finally unsuccessful (or the game is won). The Allied conference must have suffered a major breakdown as rolls of and raise the Political Level all the way up to 5. A final roll of however, ends this Event.

The Tenth Card is **Red Terror!** This advances Finland into Petrograd. (*Argh!*) Their advance lowers the Political Level down to 4, but far more annoying is the Finnish threat. The one Action provided by this card is spent trying to repel the Finnish forces, but a versus Mannerheim won't do the trick. Groaning at this unsatisfactory state of affairs, the player uses a Reserve Offensive (moving that marker from his Resources Available box to the Pieces Not in Play box) to try once more to push back the Finns. The result is a so another Reserve Offensive is spent and fails. Committed to this venture, the player spends a third Reserve Offensive and finally throws a and the mighty Finns are at least repelled back to Karelia.

The eleventh card drawn is more bad news (*what else is new?*), the **Polish National Uprising!** This not only activates the Poles (opening up another front that must be defended), but again allows the Finns to advance back into Petrograd (lowing the Political Level to 3)! The Eastern and Southern Fronts also advance to Omsk and Tsaritsyn, respectively. *The enemies are closing in!* Using all three Actions afforded by this card, the player *finally* rolls a and pushes the Finns once again



back into Karelia and tells that game piece, “Now stay there!”

The twelfth card drawn, however, brings more news from the north since there is a **Naval Showdown in the Baltic Sea!** The Baltic Front is inactive and the Allied Front is active (both the result of the Treaty of Brest-Litovsk), so the Allies advance to Archangel, but the worst news is that the Finns once more advance into Petrograd! This lowers the Political Track (again) down to 2 and once more threatens a Military Defeat. The chance to score politically is too tempting, of the three Actions available, two are quickly set aside as Political Dissent Table DRMs. There's nothing left to do, the player decides, “The Finns must now be thrown back!” But with only one Action remaining and two Reserve Offensives left, everything thrown at Petrograd to dislodge the Finns *fails* and the player's string of bad die rolls continues with two s and a . Now the player has *no* Reserve Offensives left, and tops it off by rolling a on the Political Dissent table and gaining nothing! “What else can go wrong?” the player asks rhetorically.

For the answer, there isn't long to wait...

The lucky thirteenth card is **Tukhachevsky Advances Boldly!**, which sounds like great news as a headline. Unfortunately, the subtext on this card tells a more depressing story where Finland advances yet again, this time past Petrograd toward Moscow, thereby solidifying their power in the region – causing defeat and Soviet Military Collapse.

With 36 cards left unplayed, the unfortunate player has been dealt the highest level of defeat, a “Strategic defeat” (see Rule 9.2.2). Oh well... that only took a few minutes, so the player has time to quickly resets the pieces and start a new game.

### GAME CREDITS

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# Soviet Дашн

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## [0.0] USING THESE RULES

**New gaming terms**, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

**Important information is in red text.**

References to **examples of a Rule or Case are in blue text and this font.**

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

## [1.0] INTRODUCTION

**Soviet Дашн** is a solitaire “State of Siege” Series game of the Russian Civil War from 1918-1921. The player controls the Bolshevik leadership of Lenin, Trotsky, and many others who, after the “October Revolution,” tried to solidify the authority of their nascent (**Red**) government.

Shortly after Alexander Kerensky's provisional government fell, the new Soviet

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regime that replaced it faced repeated challenges to its authority from internal counterrevolutionary elements, the forces of Imperial Germany, and later from the Allied nations (England, France, U.S. and Japan); who are all collectively known as the “**Whites**.” In addition, Independent (Separatist) and Anarchist uprisings, breakaway regions, shortages, depravations, disease, political infighting, and later the newly declared Polish state – all bedeviled the beleaguered communist leaders.

Players of **ISRAELI INDEPENDENCE** will note the similar mechanics in this “States of Siege” game. New elements in this game include: multiple Event decks with unique triggers, Actions beyond mere Offensives, a separate political system, and Fronts that alternate between activity and inactivity.



## [2.0] GAME EQUIPMENT

### Parts Inventory

- 1 11” x 17” map
- 12 3/4” square game pieces
- 16 5/8” square game pieces
- 14 Twilight Event cards
- 19 Darkness Event cards
- 15 Dawn Event cards
- 1 Rules booklet

*Not included is at least one 6-sided die needed for resolving battles.*

**[2.1] The Game Map:** The game map depicts Western Russia and Eastern Europe. Moscow is the central hub of the game's activity and six tracks emanate outward from it like spokes (Baltic, Finland, Allied, Eastern, Southern, and Poland). The map also includes various holding boxes, tables, and other data tracks to facilitate play.

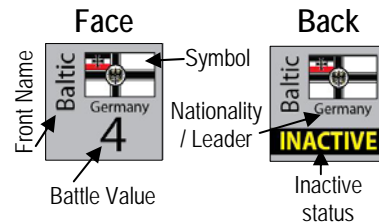
**[2.2] Event Cards:** These cards regulate the activity in the game, pronouncing headlines, providing history, listing advancing Fronts and the Actions you have available each turn. In addition, special effects or occurrences appear on some cards and must be taken into account during play.

The full deck of cards enters play in three “**Epochs**.” **Twilight** (with the **gray** headline back-ground color, prior to the Treaty of Brest-Litovsk), **Darkness** (with the **black** headline background color and white-letter headlines, from then to the end of World War 1) and **Dawn** (with the **sunrise orange-yellow** background color, the period after the end of World War 1), with the player trying to survive each card.

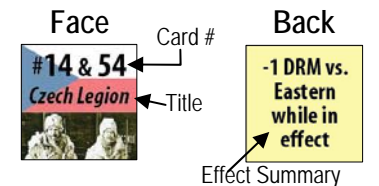
## 1



**[2.3] The Playing Pieces:** The small square playing pieces come in two basic flavors: “**Front**” units and information markers.



Front units (“Front”) represent the military forces of nations opposed to the new Soviet Union: some are national entities (e.g., the Germans, Finns and Poles) while other represent coalitions of White forces, such as the Southern, Eastern, Allied and Baltic forces (the latter under General Yudenich).



### Sample of Other Markers' Faces



The various information markers indicate the status, possession or effect on an important game activity or situation and include a mini-summary of their use on their reverse sides.

## [3.0] SET UP

Follow these steps to set up the game:

1. Place the **Finland** (Svinhufud), **Poland** (Pilsudski), and **Allied** (British/U.S.)



Front units **on their inactive sides** in their respective track's #4 boxes.

- Place the **Eastern** (Kolchak) Front in its track's #5 box; the **Southern** (Denikin) Front in its track's #4 box; and the **Baltic** (Germany) Front in its track's #4 box.
- Place, all face-up, the **Political Level** marker in the #1 box of the Political Level track; the **Great War Status** marker in the "Russian in WW1" box on The Great War Status Display; and the seven black **Red Army Reorganization** markers in their respective boxes beneath that table.
- Place all five of the **Reserve Offensive** and both **Political Decree** markers, face-up in the Available Resources box (their use is explained in Case 7.7).
- Place all of the remaining counters face-up in the **Pieces Not in Play** box.
- Sort out the **Twilight** (gray title bar) Epoch cards, shuffle them together, and place them face-down in the **Draw Pile** box. Sort out the other two Epoch's cards (Darkness / black & Dawn / orange) and set them aside; they will enter play later.

## [4.0] SEQUENCE OF PLAY

Each turn consists of the following Phases that must be conducted in order:

- 1. Headline Phase:** Reveal the top card in the Draw Pile and place it, face up, in the Event Pile (a.k.a., "the discard pile"). That card becomes the new "**Current Event card**" that you resolve that turn.
- 2. White Armies Movement Phase:** Adjust all of the **active** White Armies along their tracks as indicated on the Current Event card. If any advance into Moscow, you immediately lose (see 9.2).
- 3. Soviet Action Phase:** A number of actions points are usually conferred to the player. You may use each such Action to either: 1) launch Offensives against enemy Fronts, 2) attempt to adjust your political status, or 3) attempt to reorganize the Red Army. The effects of each Action attempted are applied before the next action is taken.
- 4. Political Dissent Phase:** Some Events specify you to deal with a matter of Allied or Soviet political dissent at this juncture (i.e., the end of the turn).

A complete game of **Soviet Даш** consists until victory or defeat occurs (9.0).

*Note that should you achieve possession of the **Communist Subversion** marker during*

*play, you may reverse the order of Phases 2 and 3 each turn.*

## [5.0] THE EVENT CARDS

The use of the Event Cards is largely self-evident. But timing is everything, so...

**[5.1] Event Timing:** At the beginning of each Event Instruction on a card is a **timing symbol**. This symbol tells you during which Phase in the Sequence of Play to perform that instruction as shown here:

- ☛ = 1. Headline
- 🏠 = 2. White Armies Movement
- 🇷🇺 = 3. Soviet Action
- ⚡ = 4. Political Dissent

**[5.2] Adding Event Cards:** Twice per game at crucial junctures of The Great War, new cards will be shuffled into the **Draw Pile** and the **War Status** marker adjusted.

When a **red-circle Event** (i.e., #8 or #27) instructs you to add the **Darkness** or **Dawn** cards to the deck, take that stack of cards that was set aside during set up and shuffle it together with whatever remains of the Draw Pile to form a new (larger) Draw Pile, replacing them face-down in the Draw Pile box.

**Also**, adjust the Great War Status marker accordingly on its display. *This reminder is important since future Events may reference it.*



## [6.0] ADVANCING FRONTS

During the White Armies Phase, the Current Event card specifies which Fronts must be moved along their respective tracks. Generally, these Fronts advance a single box closer to Moscow (i.e., to the next consecutively lower-numbered box).

Occasionally Fronts will advance multiple boxes (as indicated on the card) or even retreat one box (i.e., moving away from Moscow and reducing its threat).

**[6.1] Inactive Fronts:** When a Front is **inactive**, its marker does not move when instructed to do so. It remains in place, ignoring any Advance (or Retreat) result affecting it.



**[6.2] Retreat Limit:** No Front can be retreated beyond the highest-numbered space on its track.

**[6.3] Political Crisis:** Some Fronts trigger a political crisis (i.e., a loss of 1 Political

Point on the Political Level track) when they advance into **Petrograd** or **Kiev** or cross the **Curzon Line** (10.2; #51). These locations are noted by an asterisk\* after their **red** box names on the map. If this results in your Political Level dropping down to 0, the game immediately ends in a Political Defeat (see 9.1.2).

**[6.3.1] Recapture:** Note that these cities can fall multiple times during the game (at a cost of 1 Political Point *each* time this occurs), as Fronts are driven out of these boxes only to return again later.

**[6.3.2] Occupied Petrograd:** Both the Baltic and Finland tracks have Petrograd as their #1 box, and both Fronts may occupy it at the same time. If one should advance into Petrograd while the other already occupies it, **there is no additional Political Point loss** (as it is already considered "fallen" at that moment).



**[6.4] Moscow Falls:** When a Front enters the last space on its track (Moscow), the game immediately ends in a military defeat (see 9.2).



**[6.5] Special Circumstances:** Certain cards or possession of certain Red Army Reorganization markers may modify the above procedures, with their special rules always taking precedence.

## [7.0] PLAYER ACTIONS

Each Event card specifies a number of **Actions** conferred to you, the Soviet player. You may "spend" one Action each to: A) conduct an Offensive; B) try to increase your Political Level; or C) try to Reorganize the Red Army and gain an advantage.

After using the Actions granted by the Current Event card, you may expend Reserve Offensive and Political Decree markers to conduct further Actions that turn. Actions are spent one at a time; you can see the effects of one Action before deciding how to allocate your remaining Actions.

**[7.1] Die Roll Modifiers (DRMs):** Certain cards or conditions can impose a die roll modifier (abbreviated "DRM"). In all such cases, the **modified** result of a die roll is used after applying **all** applicable DRMs.

**For Example:** A die roll is influenced by both a +2 DRM and -1 DRM. These are cumulative in their effect, so the net result would be to apply a +1 DRM to that die roll.

Thus, die roll results may end up being less than 0 or higher than 6; such results cause failure or success as any other natural die roll result would.

Fortifications do **not** affect your Offensives vs. Fronts occupying Petrograd in any way. They cannot be destroyed, and you regain their benefit once Petrograd is no longer enemy occupied.

**#49 ANTI-SEMITIC POGROMS!**

If you make a Political Track die roll this turn, you do so with a +1 DRM (*for the international repercussions of anti-Semitic acts committed by the Whites*). Note that possessing the **Comintern** marker does not help with this Event, as the maximum DRM is +1.

**#51 CURZON ESTABLISHES LINE AS POLISH BORDER!**

Place the Curzon Line marker on its box near the Poland Track. For the remainder of the game, all your Offensives versus the Poland Front while it occupies its box #3 (Lvov), whether successful or not, automatically triggers a Political Crisis; i.e., costs you 1 Political Point (as per Case 6.3).

**#53 COUP CAPTURES ADMIRAL KOLCHAK!**

Feel free to flip the Eastern Front from its **Kolchak** side to its **Semyonov** side. *There is no actual gameplay effect, as both sides have a 3 Battle Value; this is for historical / aesthetic purposes only.*

**#54 CZECH LEGION SAILS; TICKET PAID IN GOLD?**

Place the Czech Legion marker back in the **Pieces Not in Play** box. This Event Card has nothing to do with the status of the Imperial Gold Reserve marker.

**#57 WHITES FLEE TO, FORTIFY CRIMEAN PENINSULA!**

Feel free to flip the Southern Front from its **Denikin** side to its **Wrangel** side. *There is no actual gameplay effect, as both sides have a 3 Battle Value; this is for historical / aesthetic purposes only.*

**#60 POLES BREAKTHROUGH IN COUNTEROFFENSIVE!**

The bad news is that the Poland Front Advances **two** boxes; the good news is that if Moscow wasn't captured (i.e., you lost), then you get **four** Actions that turn.

## [11.0] EXAMPLE OF PLAY

With the game set up, play begins with the Headline Phase and the selection of the first card which is revealed to be **Ottomans Seize Caucasus!** Finland cannot advance as it has not been activated.

The Southern Front advances, however, from Space 4 (Crimea) to Space 3 (Kharkov). The player receives 3 Actions, but a -1 DRM (die roll modifier) is applied to all Offensives this turn. Given that the situation is not yet dire, the player decides to spend these Actions toward improving the Soviet's political position and the state of the Red Army. The first Action is to raise the Political Level, which fails on a roll of 1 (which is *not* greater than the roll required to advance). The second try is more successful, advancing the political level to 2 after rolling a 2. The third and last Action is spent on Red Army Reorganization. Requiring a 6, the player fails with a roll of 1.

Reorganizing the Red Army is the communist equivalent of the 'Hail Mary' pass in this game.

The Second card drawn is **Hoffman Offensive Launched!** The German Front on the Baltic track from Space 4 (Riga) to Space 3 (Estonia), while the Southern Whites advance from Space 3 (Kharkov) to Space 2 (Tsaritsyn). Two Actions are granted, but none may be used to launch an offensive against the Baltic. Needing to press back the Southern armies, Offensives are launched in the South and need to beat that Front's Battle Value of 3 on the die to be successful. Both Offensive Actions triumph with rolls of 2 and 3 respectively. The Southern army is forced back to Space 4 on its Track, back to the Crimea, and the turn ends.

The Third Card is now drawn and it is **Finnish Leader Mannerheim Emerges!** The German army advances to Space 2 (Pskov). Finland does not advance, because the Finnish Civil War has not broken out (i.e., that card has not yet been revealed), but Mannerheim, with his higher Battle Value of 4, *does* replace the Svinhufud counter (with a Battle Value of only 3) even as the Finnish Front remains **inactive**. *The old (3)*



*Finnish Front is placed in the Pieces Not in Play Box and will not count for Victory Points at the end of the game.* Two Actions are conferred upon the player, and both are used to try to stop the German advance. Needing 5s or 6s to succeed (higher than the German Baltic Front's Battle Value of 4), both attempts fail, with rolls of 1 and 2 respectively.

The Fourth Card drawn is the very annoying **Czech Legion Revolts!** The Eastern Front is advanced from Space 5 (Irkutsk) to Space 4 (Omsk). Finland and Poland cannot advance as neither has been activated (*whew!*). The Czech Legion counter is placed in its box to remind the player that, until this effect is negated (as indicated by a future card draw), all Offensives against the Eastern Front incur a -1 DRM. With a whopping *four* Actions available this turn, the player launches a successful Offensive against the Germans in the Baltic (rolling a 2), and then the player turns on the East and, even with the DRM, is successful with another roll of 2. The German army is moved back to Estonia (Space 3) and the Eastern Whites return to their starting position of Irkutsk (Space 5).



Two Actions remain and the die is 'hot', so the player rolls on the Red Army Reorganization. Needing a 6, the player succeeds on the second attempt (*"Yes!"*). The player then rolls again to see *which* advantage is achieved, and a roll of 1 awards the vaunted **Cheka**. Moving that marker to his Available Resources box, the Cheka allows the player to 'recycle' a bad draw back into the Draw Pile and launch two free Offensives. *This can really help the player when in desperate straits.*

The Fifth Card is **Finnish Civil War Breaks Out!** That's bad, because the Finland Track activates! The Germans advance again to Pskov on the Baltic Track and the Finland track activates, promising more trouble in the future... The three actions are used against the Germans and die rolls of 1, 2, and 3 all fail. *Yikes! There's some bad luck.*







### Southern Front

**Removed by** Card #57: WHITES FLEE TO, FORTIFY CRIMEAN PENINSULA! if this Front

currently occupies the highest-numbered box on its Track at the end of that turn.



### Eastern Front

**Removed by** Card #44: RED "FRUNZE OFFENSIVE" ROUTS EASTERN WHITES! if this Front

occupies the highest-numbered box on its Track at the end of that turn.

### Cases

**[10.1.1] Front Activation:** Flip that Front unit over to its regular, active side (the one with a Battle Value on it), indicating that it now functions normally in the game.

**[10.1.2] Front Exchanges:** Replace the current Finnish or Baltic Front unit with its indicated new one in its current box location on its track. Remove the old Front unit to the **Pieces not in Play** box.

### [10.1.3] Removing Fronts:

On certain Event cards, a Front is removed from play automatically during that turn's Dissent Phase if it is in its highest-numbered box. If it is in any *other* box on its Track, a die roll is made for its possible removal: If the result is **less than** (<) the box number on its Track that it currently occupies, it is removed from play; if the result is **equal to or greater than** (≥) its box number, there is no effect and it simply remains in place and in play.

When removed, place that Front unit in the **Removed Fronts** box. All Advances, etc. specified for that Front in the future are simply ignored.

In the rare event that the Front's (or Czech Legion's) removal card is drawn *before* its activation (or Revolt) card, that piece is **not** removed from play.

**[10.2] Events:** This is an elaboration of various card Events:

**#8 TREATY OF BREST-LITOVSK SIGNED! – OR – BUKHARIN VOWS TO FIGHT "REVOLUTIONARY WAR!"**

When this card is revealed, you are at a crucial juncture in the game (and the story). You must immediately decide (*during Phase 1*) whether you will "accept" the **Treaty of Brest-Litovsk** (i.e., play the card you just revealed) – bowing out of WW1 by cutting a deal with Imperial Germany *or* refuse the Treaty and exercise the "**Bukharin**

**Option"** – staying in The Great War as an Allied Power and continuing the fight.

With either Event, at the end of the turn, the **Darkness** cards are added to the deck and the Great War Status marker is adjusted accordingly (5.0).

The differences include a gain of one Political Point with Bukharin (and again when Card #20 REVOLT OF LEFT-SOCIALIST REVOLUTIONARIES! shows up; i.e., the Revolutionaries don't agitate to continue the war if it is already being continued), more immediate Actions if the Treaty is chosen, but most importantly, you will be delaying Allied activation at the price of continued participation on their side against Germany in The Great War.

### #14 CZECH LEGION REVOLTS!



Place the Czech Legion marker in its box on the map. Its effect, a -1 DRM on Offensives vs. the Eastern Front, is immediate and lasts until Card #54 CZECH LEGION SAILS! is revealed (at which time, return this marker to the **Pieces Not n Play** box and end its effect immediately).

### #21 CZAR'S FATE DECIDED IN EKATERINBURG!



Check the position of the Eastern Front. If it is in box 3 (Ekaterinburg), 2 (Ufa) or 1 (Kazan), the Czar and his family have been liberated by White forces. Place the Czar Liberated maker in its box on the map. Its effect is immediate and permanent: a -1 DRM on *all* Soviet (non-Reserve) Offensives. *It does not affect any other die rolls.*

If it is in box 4 (Omsk) or 5 (Irkutsk), the Czar and his family have been executed. A +1 DRM is given for all regular Offensives launched for that turn only.

### #27 GERMAN CAPITULATION; THE GREAT WAR ENDS!



This is another seminal moment in the game and requires a bit of housekeeping.



The Baltic (Germany) Front is exchanged for the Baltic (Yudenich) Front (which is Active upon arrival).

If the Allies Track has not yet been activated (via the

**Bukharin Option** or the **Polar Bear Expedition**), it is now.

And the final epoch of the game begins by adding the Dawn cards into the deck and adjusting of the Great War Status marker (as per 5.0).

### #30 JASSY CONFERENCE REVEALS DISUNITY!

The Political Dissent is squarely on the other side and you may capitalize on it! Note that possessing the **Comintern** marker does not help with this Event, as the maximum DRM is +1.

### #40 DENIKIN UNSTOPPABLE? OBJECTIVE: MOSCOW!

After the Southern Front is Advanced one box, you receive one Action to use as you see fit. That Action need not be used for an Offensive vs. the Southern Front, but you will have to deal with it at some point, because it will keep Advancing (and giving you one Action in response) until it occupies Moscow!

If the Southern Army has already withdrawn, there is **no** Advance (obviously) and the player receives only **one** Action.

### #41 MAKHNO LEADS ANARCHIST REVOLT!

During Phase 2 (☞), roll a die to determine if Makhno helps or hinders you vis-à-vis the Southern Front.

During Phase 4 (♠), you must roll on the Political Dissent Table, but without the benefit of forfeiting Actions for DRMs on it (7.6).

Finally, if the Great War has not yet ended (i.e., "Germany Capitulates"), and thus the Dawn cards have not yet been brought into play, then this Event Card is placed in the Dawn pile and is recycled to appear again later in the game!



### #46 TROTSKY LEADS REDS; SAVES PETROGRAD!

With this Event Card, you may forgo the Actions proffered and **fortify** Petrograd instead (symbolized by placing the Petrograd Fortified marker on its box near Petrograd).

If Petrograd is occupied when this Event Card is revealed, it **cannot** be fortified; the two Actions must be taken instead.



### Procedure

**When fortified, the Baltic and Finland Fronts no longer automatically advance into Petrograd.** Instead, when instructed to Advance into Petrograd, they must make an **Advance Roll**, only entering that box if die roll result is less than (<) the Battle Value of that Front. If the result is greater than or equal to that Front's Battle Value, its Advance into Petrograd is halted and it remains in its box #2. **Note** that the Political Level Track is only lowered when an enemy Front *succeeds* in entering Petrograd.

Note that DRMs are applied exclusively as indicated. That is, Offensive DRMs do not affect Political die rolls, and so forth.

**Note** that DRMs are generally cumulative, but **the Political Level Track DRM can never exceed +1.**

**[7.2] Multiple Efforts:** There is no limit as to how many Offensives may be directed against a specific Front per turn (save the number of Actions available to do so), nor how many boxes it might be retreated in a single turn (up to and including reaching the highest-numbered box on its track).

Similarly, multiple efforts per turn may be made on the Political Track (up to reaching box 9 and winning the game) and on the Red Army Reorganization Table.

Failure or success on prior attempts does not limit future attempts.

**[7.3] Conducting Offensives:** A military **Offensive** is used to try to **Retreat** a Front (move it back one box away from Moscow to its next-higher numbered box).

### Procedure

When conducting an Offensive, designate which Front you are attacking and roll the die, applying all **DRMs** as appropriate.

If the result **less than or equal to** (≤) the target Front's **Battle Value**, that Offensive is unsuccessful and there is no effect; that enemy Front remains in its current box.

If the result **greater than** (>) the target Front's **Battle Value**, that Offensive is successful and the targeted Front is moved back on its track by one box. **It cannot be 'pushed off the map' in this manner;** instead, it simply remains in its track's highest numbered box (but see 10.1.3).

- **Petrograd:** In the event that an Offensive is directed against Petrograd and that box is simultaneously occupied by *both* the Finland and Baltic Front units, you must specify which army is being targeted by that Offensive and its results are applied only to that specified Front.

**[7.4] Political Action:** In lieu of conducting an Offensive, you may spend Actions to try to improve your standing on the Political Track. Each attempt to do so requires the expenditure of one Action.

### Procedure

When conducting a Political Action, roll the die, applying **DRMs** as appropriate.

As with an Offensive, if the result **less than or equal to** (≤) the (**parenthesized**) **Resistance Value** shown on the Political Level Track for the section of it where the

Political Level marker currently resides (i.e., 3, 4, or 5 – increasing in challenge as the marker approaches victory), there is no effect; the marker stays in its current box.

If the result **greater than** (>) the Resistance Value, the Political Level marker is moved ahead on the Political Level Track one box to the right to the next-higher number.



In the above illustration, failure occurs on a roll of ☐, ☐, or ☐; success (moving the marker to the 2 box) occurs on a roll of ☐, ☐, or ☐.

**[7.41] Winning Political Victory:** If the Political Level reaches the 9 box, the game immediately ends in a Political Victory (9.1.1) regardless of the status of the Fronts on the map.

**[7.4.2] Allied Indecision:** As indicated on the Political Track, when the Political Level reaches the 7 box, the Allied Front becomes **indecisive** (see the box, 10.1), it recovers from this when the Political fall below 7. *This can happen multiple times.*

**[7.4.3] Automatic Adjustment Events:** Note that some Event Cards cause the Political Level marker to rise or decline without a die roll being made. These adjustments occur in Phase 4 (at the end of the turn).

**[7.4.4] Political Dissent Adjustments:** Political Dissent Table results can also affect the Political Level independent of this Political Action procedure

**[7.5] Red Army Reorganization:** In lieu of Offensives and Political Actions, you may spend Actions to attempt Red Army Reorganization. This may result in gaining significant future advantages.

### Procedure

When conducting Red Army Reorganization, roll the die (applying any "+1 DRM to Reorganize" from the Current Event card).

If the (modified) result **less than** (<) 6, you are unsuccessful and there is no effect.

If the result is **equal to or greater than** (≥) 6, your reorganization is successful; roll another (unmodified) die on the Red Army Reorganization Table and gain the marker next to that result by moving it to the Available Resources box.

If there is no marker next to that die roll result (because you currently posses it from a previous successful Red Army Reorganization), then you gain the Imperial Gold Reserve marker instead. If that maker is

also gone, your reorganization ultimately fails; you receive nothing from that attempt.

### Marker Explanations

**[7.5.1] CHEKA:** With this marker, you may spend it (by returning it back to its place on the Reorganization Table where it can be reacquired using the above procedure) to take any Event Card drawn and, before implementing it, return it to the Draw Pile (unimplemented) and reshuffle it.

Instead of drawing a new Event Card, you receive two free Actions and the turn then ends. Of course, that same Event Card could come up again next turn, and then you would have to deal with it normally.

The Cheka (All-Russian Extraordinary Commission for Combating Counter-Revolution and Sabotage) was an internal security (secret police) organization created in December of 1917. It was run by aristocrat-turned-Bolshevik Felix Dzerzhinsky to be an instrument of internal control. It frequently inflicted torture and murder on its victims, yet the information obtained by these heavy-handed methods was frequently helpful to the Bolshevik regime.

**[7.5.2] Red Army Tank Corps:** You retain this marker permanently. It costs one Action to move (assign) this marker to an enemy Front unit (stack it on top of, or place it adjacent to, the Front that you assign it to). It may be transferred to a different Front at any later time at the cost of another Action.

While assigned to a Front, *all* of your Offensives against it receive a +1 DRM.

Tanks were a new invention during the First World War and were soon recognized as a valuable military asset that, although unwieldy, if used properly could make a difference and provide military breakthroughs. This advantage represents the formation of a dedicated Soviet tank corps that could be lugged about Russia and employed on a regular basis.







**[7.5.3] Armored Trains:** You retain this marker permanently. It may be used once per turn (only) for a +1 DRM on any single Offensive die roll (it need not be the first Offensive you conduct that turn).



The Czars built extensive rail lines to connect the vast Russian empire together. Although this rail network proved a military asset for both sides, armored trains were often used by the Bolsheviks in their campaigns and were a tremendous asset for both their military and psychological effects.

**[7.5.4] Applied Experience:** You retain this marker permanently. It allows you to make an **additional experience DRM** die roll with every Offensive that you conduct for the rest of the game.

#### Procedure

After rolling the die to conduct an Offensive, roll a *second* (unmodified) die to see if an **experience DRM** is added to the Offensive die roll's result. If the experience DRM's roll is a  or a , you add nothing; if it is a  or , that Offensives receives a +1 DRM; if it is a  or a , it receives a +2 DRM.

Alternatively, you can ignore the above procedure and simply roll a single 8-sided die instead to resolve Offensives, if you have one available.

When the Bolsheviks took power, much of the military leadership was in the form of Czarist officers who had little enthusiasm for the Communist project. While most of these officers found their way into the White cause, some notable generals, like General Aleksei Brusilov, assisted Lenin and his cohorts. By and large however, a new, younger military leadership asserted itself on behalf of the Reds who were able to experiment with new ideas and strategies.

**[7.5.5] Communist Subversion:** You retain this marker until new Epoch cards are shuffled into the Draw Pile, at which time you must return it to its position on the Red Army Reorganization Table (where it may be reacquired).

While you possess this marker, on any given turn you **may** alter the Sequence of Play by reversing Phases 2 and 3. That is, you may conduct the Actions Phase that turn first and *then* perform the White Armies Phase. *This will give you a chance to preemptively "put out the fires" from that Event card.*

While psychological warfare was very much a part of the Russian Civil War, it was hardly recognized as such at the time. Communist infiltration techniques and intelligence gathering and interference with ongoing White and foreign

operations was very much a part of the Bolshevik strategy in the War.

**[7.5.6] Comintern International:** You retain this marker permanently. It provides a +1 DRM (**which is the maximum allowed**) to all Political Level Track die rolls (only; *not* to Political Dissent or other die rolls).

The Comintern was a Bolshevik organization formed of well-placed external operatives working in foreign lands. Its formation in March of 1919 gave the Soviet regime an active ability to influence events beyond Russian borders and interfere in external Communist uprisings worldwide.

**[7.5.7] Imperial Gold Reserve:** With this marker, you may spend it (by placing it in the **Pieces Not in Play** box) to either:  
A) prevent one Enemy Front from Advancing 1 box; or B) change a die roll after it is made with the result being whichever outcome you desire.

Right up there with the fate of Anastasia is what happened to the Czar's vast imperial gold reserve. It was located in Siberia somewhere when the civil war broke out, but where it went from there is still a mystery. Did Admiral Kolchak have it? Was it captured by local Reds? Did the Czech Legion seize it? Was it used to bribe the Japanese? There is no documentation to quell the many rumors.

**[7.6] Special Political Dissent Action:** Certain cards that instruct you to roll on the **Political Dissent Table** during Phase 4 of that turn afford you a special **Political Dissent Action** opportunity. That is, you may forfeit some, none or all of that Event Card's Action allocation and, for each Event Card Action so forfeited, gain a +1 **Die Roll Modifier (DRM)** when that upcoming Political Dissent Table roll is made that turn.

The following Event Cards (only) allow you to conduct this special Political Dissent Action:

#3 CONSTITUENT ASSEMBLY DISSOLVED!

#20 REVOLT OF LEFT-SOCIALIST REVOLUTIONARIES!

#42 NAVAL SHOWDOWN IN THE BALTIC SEA!

**Note:** Card #41 (MAHNKNO LEADS ANARCHIST REVOLT!), while requiring a roll on the Political Dissent Table, does *not* afford an opportunity to use this Special Political Dissent Action (*anarchists are virtually impossible to negotiate with*).

**[7.7] One-Time Actions:** Reserve Offensive and Political Decree markers in the **Available Resources** box are used to provide additional Offensive and Political Track / Red Army Reorganization attempts, respectively.

Each such marker can be spent (after which it is moved to the **Pieces Not in Play** box) during any Action Phase **when such actions are permitted**. (E.g., when the Current Event card states that "No Offensives" can be performed, then no *Reserve* Offensives can be performed either, but Political Decrees can be issued.)

Otherwise, card restrictions and DRMs do **not** apply when conducting a Reserve Offensive or issuing a Political Decree.

Note that you may spend more than one of these markers in a single Action Phase, but each can only be used **once per game**.

## [8.0] POLITICAL DISSSENT

Certain Event Cards require dealing with matters of Allied and Russian Political Dissent. These matters might cause enemy Fronts to be removed or have you making a roll on the Political Dissent Table (located on the map) during Phase 4 (i.e., at the end of that turn). The results of the latter might raise or lower the current Political Level (by adjusting that marker on the track above the Political Dissent Table).

As per Case 7.6, three Event Cards requiring a roll on the Political Dissent Table allow you to purchase + DRMs at the rate of one per Action forfeited from that Event card's allotment to do so, while one Event Card does not. *Note that using Political Decree markers do not provide DRMs.*

The Bolshevik alliance that took the helm of the Russian State during the October Revolution was not the only opposition to the Czar's imperial rule and/or that of the Provisional government. Given that the Bolshevik regime was also the first attempt to institute communism on a massive scale, there were numerous schisms within the leadership and party itself as to how a communist state should be built. The Bolshevik regime faced numerous challenges dealing with political dissent, made particularly difficult because they occurred during time of civil war.

The Whites and Allies also suffered from considerable internal political strife and war-weariness, creating considerable political dissent on their side as well.

## [9.0] VICTORY & DEFEAT

Victory and defeat is achieved on a political or military level. **The occurrence of victory or defeat immediately ends the game.**

**[9.1] Political Conclusion:** If at any time the Political Level ever reaches the 9 box, a Political Victory is achieved. *The Soviet Union has been internationally recognized and Bolshevik rule has been cemented through external alliances guaranteeing the borders of the Soviet Union.*

If at any time, the Political Level is ever reduced to the 0 box, a Political Collapse (i.e., game defeat) occurs. *There is a political collapse of the Bolshevik government and an international political defeat of the Soviet Union occurs.*

### [9.1.1] Measuring Political Victory:

The level of Political Victory is measured by the "final borders" of the Soviet Union and how swiftly a political resolution was accomplished.

To score this, sum the following values:

- the box number for the position on the map of each Front on its track (+1 if that Front is currently inactive)
- each Removed Front scores 6 points (except the Removed Baltic-Germany Front, which scores 0 points)
- 2 points for each marker currently in the Available Resources box.
- 9 points if the Darkness **and** Dawn cards have not yet been added to the deck, or 5 points if only the Dawn cards have not been added.

Compare that score to the listing below to determine your level of victory:

6 – 18 = Soviet Rump State  
19 – 26 = Nominal Soviet State  
27 – 35 = Proud Soviet State  
36+ = Great Soviet State

**[9.1.2] Measuring Political Defeat:** The level of Political Defeat is measured by the duration of the Soviet Union before being relegated to a new Russian regime.

To score this, simply count the number of cards in the Discard Pile. Compare that value to the listing below:

1 – 23 = Dustbin of History  
24 – 35 = Failed Experiment  
36 – 44 = Lessons for the Future  
45+ = Lost Cause; Legacy Lingers

**[9.2] Military Conclusion:** A Military Victory is achieved if Moscow has remained unoccupied throughout the game. A Military Defeat occurs if Moscow is ever

occupied at any point in the game, even during the last turn.

Note that when Finland and Poland move beyond Petrograd and Kiev respectively, it doesn't mean they actually seize Moscow, but rather that they've expanded control beyond those major cities which, in turn, triggers a Bolshevik military collapse.

### [9.2.1] Measuring Military Victory:

The level of Military Victory is measured by the "final borders" of the Soviet Union and its current political standing.

To score this, sum the following values:

- the box number for the position on the map of each Front on its track (+1 if that Front is currently inactive)
- each Removed Front scores 6 points (except the Removed Baltic-Germany Font, which scores 0 points)
- 2 points for each marker currently in the Available Resources box.
- the box number for the position of the Political Level marker on its track

Compare that score to the listing below to determine your level of victory:

6 – 14 = Tactical victory  
15 – 20 = Marginal victory  
21 – 26 = Operational victory  
27 – 35 = Strategic victory  
36+ = International victory

**[9.2.2] Measuring Military Defeat:** The level of Military Defeat is measured by the duration of the Soviet Union before being relegated to a new Russian regime.

To score this, simply count the number of cards **not** in the Discard Pile. Compare that value to the listing below:

36+ = Crushing defeat  
23 – 35 = Strategic defeat  
9 – 22 = Marginal defeat  
0 – 8 = Draw

## [10.0] ELABORATIONS

What follows are some elaborative Rules for the various components of the game.

**[10.1] Fronts & Tracks:** This is a summary of the factors affecting the activity of each specific Front and its track:

### Finland Front

**Activated by** Card #2: FINNISH CIVIL WAR BREAKS OUT! Flip whichever Finland Front is in the #4 box over to its active side.

**Exchange Front unit** with Mannerheim (4) – Card #4: FINNISH LEADER MANNERHEIM EMERGES! This occurs whether the Finland Front has been activated or not; it does **not** activate the Finland track!

**Removed by** Card #25: FREDRICH KARL ABDICATES THRONE! if this Front occupies the highest-numbered box on its Track at the end of that turn.



### Allies Front

**Activated by** one of three different ways (whichever happens first; ignore subsequent activations):

- Card #8: TREATY OF BREST-LITOVSK SIGNED! if it is accepted (i.e., the Bukharin Option is *not* exercised)
- Card #24: U.S. LAUNCHES "POLAR BEAR EXPEDITION"
- Card #27: GERMAN CAPITULATION; THE GREAT WAR ENDS!

**Indecision is Caused** while the Political Level marker is in the '7' or '8' box on the Political Level track; the Allies Front becomes **indecisive** and no longer Advances when instructed to do so (**rotate it 90 degrees as a reminder of this status**).

While indecisive, the Allies Front **can** be attacked by Soviet Offensives and Retreated normally. *This indecision due to political inactivity is **not** the same as "inactivity" or "removal."*

Once the Political Level marker again drops below '7,' the Allies Front is once again "decisive" and Advances normally when instructed to do so.

**Removed by** Card #43: BRITISH SOLDIERS REPULSED; MUTINY! if this Front occupies the highest-numbered box on its Track at the end of that turn.



### Baltic Front

**Becomes Inactive by** Card #8: TREATY OF BREST-LITOVSK SIGNED!, if accepted (i.e., the **Bukharin Option** is *not* exercised). It remains in this dormant state until this unit it is **exchanged** out (see below). If rejected, the German Army remains active as the Baltic Front unit.

**Exchange Front unit** with Yudenich (3) – Card #27: GERMAN CAPITULATION; THE GREAT WAR ENDS! The Yudenich Baltic Front **arrives active and never goes inactive!**

The Baltic Front **is never removed**.



### Poland Front

**Activated by** Card #33: POLISH NATIONAL UPRISING!

**Removed by** Card #59: RED COSSACK "KONARMIA" FORMED! if this Front occupies the highest-numbered box on its Track at the end of that turn.